
Campido Free Download [FULL]

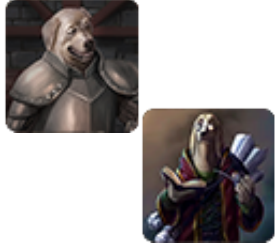


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About This Game

Campido is a unique card game which challenge your wits, strategy, memory and management skills. The game is set in a fantasy universe, in which humanoid mammals are replacing the regular and normal human characters you are always used to see. Play as the tavern keeper, fight your way trough each stage to unlock more unique cards that will change the game, master the skill, buy richer clothing, tavern upgrades and more.





Features:

-  Discover a unique card game, never seen before by man, dog or cat!
-  Be impressed by the unusual fantasy setting!
-  Game-Play which is easy to understand, yet hard to master!
-  Warm, welcoming tutorial narration by Troy W. Hudson!
-  Become addicted to the experience and progression!
-  Unlock more unique cards in each stage, which alter / change the regular game!
-  Convert your tavern from a cheap and half broken place to a rich and luxurious lot!
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Unlock unique perks which improve your business / change your experience!

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Customize your character!

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Bathe in unique illustrations of characters from the world of Campido.

Title: Campido
Genre: Casual, Simulation, Strategy
Developer:
MuscleBird
Publisher:
MuscleBird
Release Date: 28 Oct, 2018

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Minimum:

OS: Windows® 7 / Windows® 8 / Windows® 10

Processor: Intel® Pentium® D or AMD® Athlon™ 64 X2

Memory: 3 GB RAM

Graphics: NVIDIA® GeForce® 8600 GT or ATI™ Radeon™ HD 2600XT or better

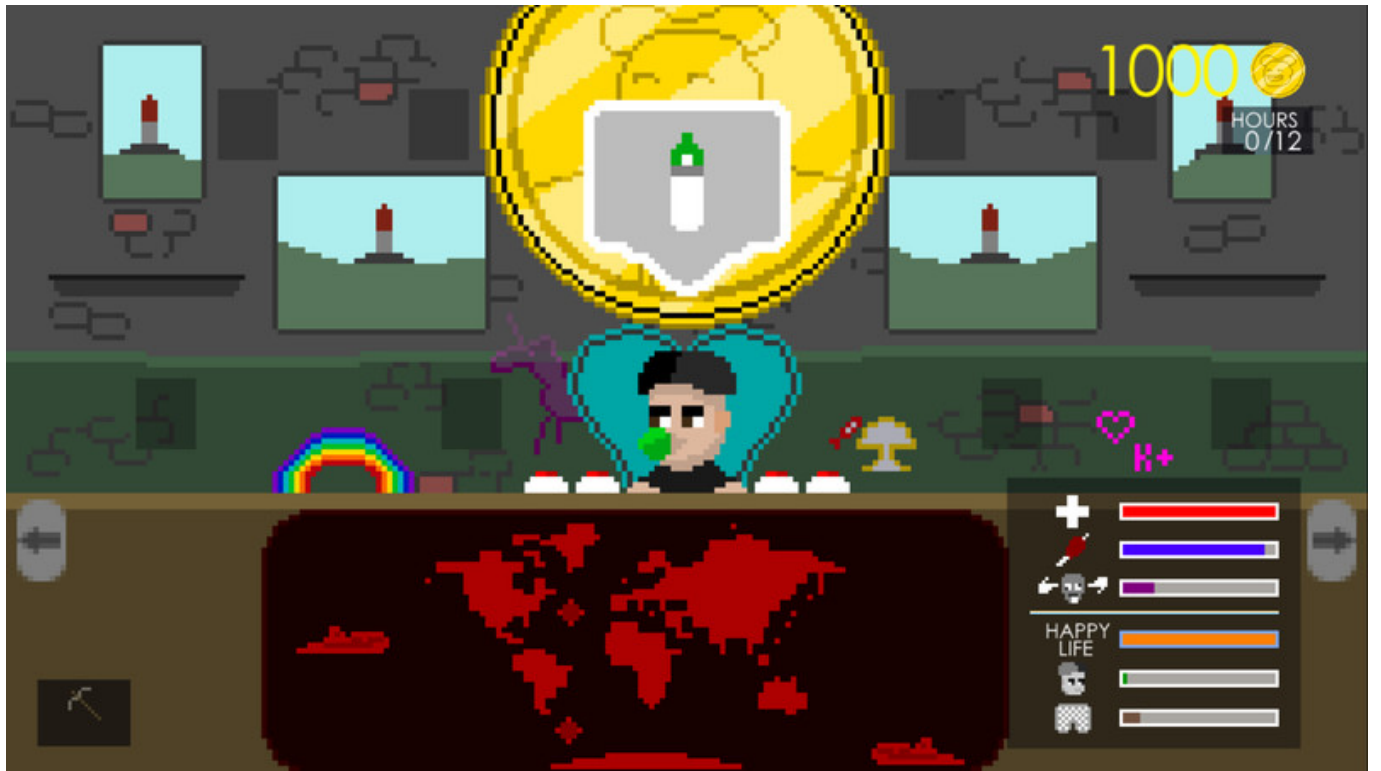
DirectX: Version 9.0

Storage: 130 MB available space

English







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Yes.♥♥♥♥♥yes!. A very interesting game with a unique setting that the creators clearly did some homework on. The writing is well done and everything from character dialogue to bits of history in the narration helps bring the setting and atmosphere of the game to life. I'm also glad to have found one of these text adventures on Steam that doesn't take place in a fantasy universe or have things like magic included. These types of games set against the backdrop of real history are great imo and I hope the developers will consider making more.

I enjoyed the way the game was split up into cases, and felt that the stats you gave your character during the intro really did impact the way the game turned out. I think this game allows for some pretty different playstyles, I had a good time on my first run as a furtive coward who smooth talked his way through tough situations, it was nice to see that there was usually a way through a case if you properly utilised your character's talents. I also like the fact that you can play both sides of the law and even end up somewhere in the middle, it really made the game feel more open and adds replayability value.

Only major negative I would say (which other reviewers have pointed out) is that the ending seemed to come out of nowhere and felt a bit rushed. I hope in future if the developer made another game that it would last a bit longer, I feel like there was more potential that could have been gotten out of this game.

Overall, I think it's worth a buy for the fiver it's sold at.. Buy it from Origin. And yes, it shouldnt be accepted that they are not fixing the DLC for Steam.. This is a great game but the updates and online playing were taken off!. I will admit I haven put much time into the game, and for visual novels this early reiew could be an even greater mistake.

The game really doesn't give you goals. You've got this dev sim side of he game which is clunky and sometimes doesn't make sense. We aren't told how our decision with the modules and systems presented to us will affect the game in the future. The interface here is farely clunky and will require a lot of clicking. The reward for this work is the games currency, which as of now can't be channeled into things that make my characters or products "better".

Maybe I'm an impatient reader, but the story as far as I made it was not really engaging. Neither are the characters either, not that you seem to get the chance to know them. You've got Alex, a redheaded tomboy, Elise the shy one, and Risa, the Shinji of the group. So far the only choices I've been given seem to have no immediate impact and feel devoid of meaning. Sure, I know visual and kinetic novels can go forever without choice, but at least ithey don't pretend to give me options.

Arbitrary is how I would define the game. There is freedom with how you "build" games, but it feels meaningless. It's just guessing, and you can't even see the results until turns later. Results that have no meaning when you have nothing to compare them to.

If you want a sim play GameDev Tycoon. If you want a visual novel; there are better visual novels, like Clannad or something.

This is the waffle taco where it should have been Filipino food truck fusion.. About 6 months ago we had a week in my physics class where we had to review for retakes on two tests as so many people did terrible. Lucky me and two other people did well on both tests so we basically had 5th period for a week free. Also our teacher was a total g, so we were allowed to do pretty much whatever as long as we were quiet and didn't distract from him teaching the goons who did bad on the tests. Anyways me and my friends decided to go look for games on steam that we could play on our crappy school computers and we found Rocket Fist. I downloaded the game and brought it in to physics the next day. It looked sus as hell, but damn it was fun. The game was quick enough to never lose interest and the mechanics where unique enough to be really entertaining. Despite having a few other coop games downloaded we spent the rest of the week only playing Rocket Fist, this game is hella fun.

Pros:
-Fun

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- Runs on a low spec PC
 - Good replayability
 - Well polished

Cons:

- Odd difficulty curve in the campaign
- Slightly expensive for \$15 due to not that much content, but I got it on a sale so it was totally worth it!. Even more retro looking nuclear throne-like rogue-like with infinite-like ammo. If you like your twin stick shooters and you dig robotron 2064 (I know I'm close on this one) arcade aesthetics... get this game.. This is a pretty simple game, and quite short too.

You're Giral, the Lord (actually the Lady) of the castle, trying to make ends meet, keeping people safe, repairing broken walls, all the things the one at the top has to take care of, when out of nowhere a magic dungeon full of monsters appears close by and it's up to you to go and close it before monsters start overrunning the lands and then your castle.

The game, as said before, is simple: you run around the maps collecting some power-up which will raise your HP, all the while grabbing treasures and killing monsters to get more treasure, so you can raise your HP even more by buying Health power-ups from the Witch of the land. Killing monsters consists in the monsters colliding with you (they'll run for you when you get at a certain range and you can't avoid them once they targeted you) and dying while taking away a set amount of health from you (you have little ones taking away 20V50 HPs, and big ones taking away up to 1000 HPs). The challenge in the game is clearing a path to the Goddess statue present in the map so you can heal yourself up and keep clearing the map to gather as much money as you can to upgrade your HP.

Upgrading your HP, though paying money to the Witch, through eating one-time-use items present on some maps and through equipping a head-piece, a necklace and a dress (equipment you can find on the maps and there are 3 per type) is the main goal of the game, because to keep going you'll need your HP pool to keep growing or you can't get past the boss battles.

Boss battles consist in just watching you and the Boss exchange hits. The only important thing to win a Boss battle is how much HP you have. If you have enough HP to sustain the damage the Boss will inflict, you'll win. If you don't, you'll lose, be kicked out of the map and lose half of your accrued gold.

Giral is a cute game, both visually with the character design for Giral and the pixel art, as well in writing. The game presents a couple truncated phrases during certain exchanges. Nothing major but it was weird, especially for the last battle where the same dialogue is repeated twice.

The negative for the game is that it is quite short and it is a bit too simple to keep a player interested.

Given the low price to begin with and my experience with it being enjoyable, I'm going to rate it positively but would be purchasers need to be aware that they're looking at 1 hour of playtime or so at most.. COD: Modern Warfare 2 is still the Wild West it once was.

The singleplayer campaign of MW2 is more dramatic, scripted and Hollywood like than COD4's but it also much more iconic, almost every act of the game had some kind of history or controversy on the internet. The gameplay is of course very smooth except the fact that I couldn't turn mouse acceleration off (although the smooth mouse option was disabled) which really harmed my experience.

The multiplayer aspect of MW2 is still very much alive if you're willing to sacrifice every gamemode except TDM and Domination. The best part of MW2 MP is that most weapons are viable. The maps are really unique and are mostly fun although some maps seem more like small Battlefield maps instead of Call of Duty maps.

Note: The time displayed above is only my time in the campaign, not in multiplayer.. Bought this in 2016 just now started playing, pretty good i guess.

The Dodos sip the dumb juice and yet despite all that the burden of their rescue relies on you, as they plod quickly to their extinction. 10/10 Fun, lemmings like mobile game with borrowed angry birds assets.. Very nice game. With the lack of updates it's really hard to recommend this game. If it ever picks up in the future, maybe, but for now you should probably pass on this one.. Game is shallow. Spend 30 minutes to learn mechanics then just repeat the same sequence of actions: hire all available heroes keep sending them to provinces. After getting >25 of heroes you don't even need to care about their stats - just press button when those bars get green.. Has very promising seasonal vibes! 10/10 It's ♥♥♥♥ing fall y'all!. I liked this.

The reason; it reminded me of the movie Batman Begins. The skins are cool and the senario stages looks good too. 4 out of 10. With the lack of updates it's really hard to recommend this game. If it ever picks up in the future, maybe, but for now you should probably pass on this one.. Greater love hath no man than this, that a man lay down his life for his friends. JHON 15:13 [In loving memory of Skillet] and all fire fighters that have died on duty. God have there souls.
. Seems to have a pretty fun single player mode...controls are smooth game has a quicck pace and decent music. Can't wait to try it out mp.

11-4-2015

Upon further review I am not so excited about multiplayer. I tried it out vs the ai. It has a 3 star to win a match system where it swaps modes/maps each round. It randomly selects each, you cannot pick what mode/gametype you want. Game needs more options.. This game is literal perfection within the genre. GTA V doesn't hold a candle to this mastapeece.

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